



ROLL A GINGERBREAD MAN

HOW TO PLAY

- Each player starts with a plain gingerbread man.
- Take turns in rolling a die.
- First one to finish decorating their gingerbread man wins.

NOTE

you can start decorating per accessory

YOUR GINGERBREAD MAN IS FINISHED WHEN HE HAS:

A FACE

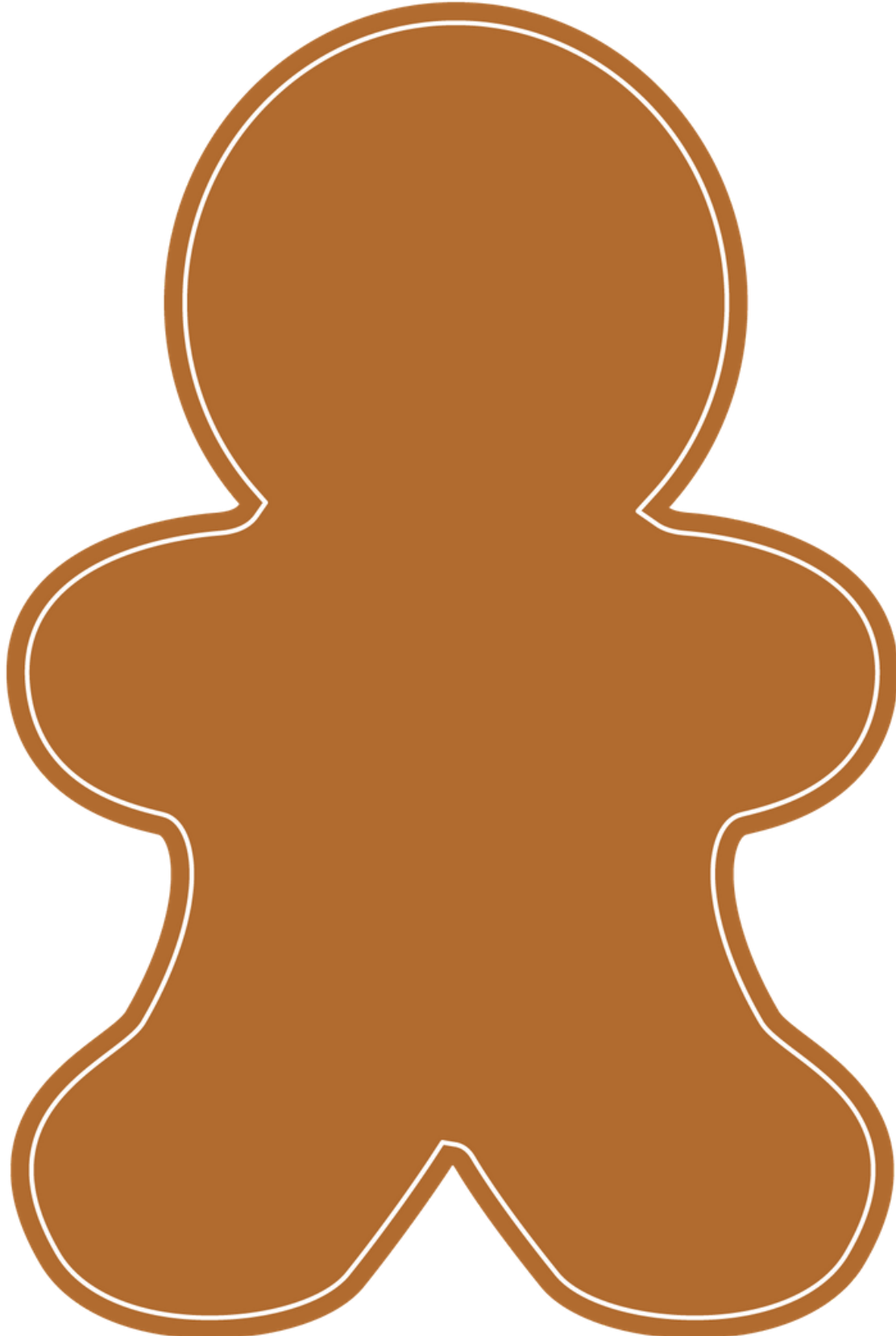
A HAT

A SCARF OR BOWTIE

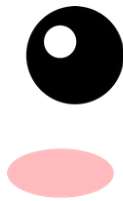
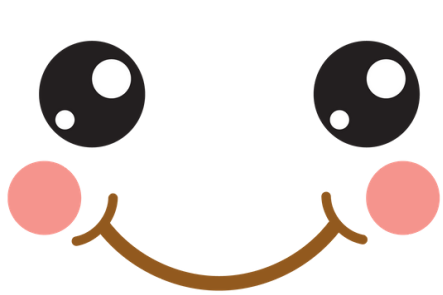
BUTTONS



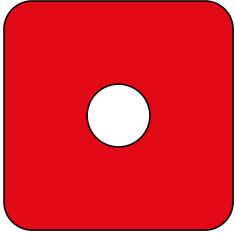

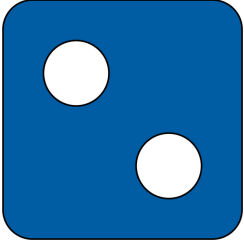
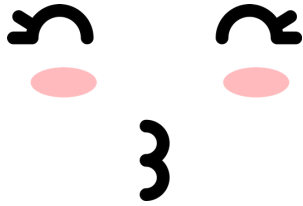
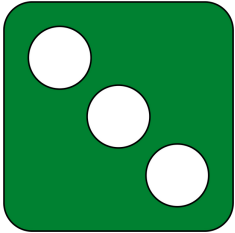
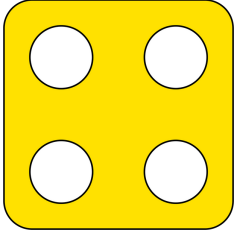
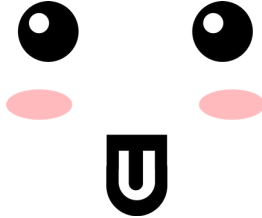
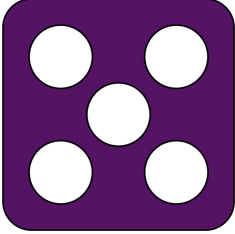

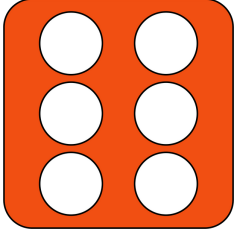
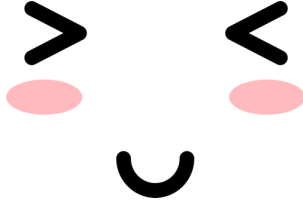
Roll a Gingerbread Man



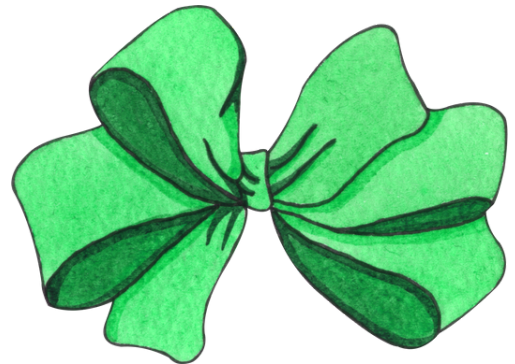
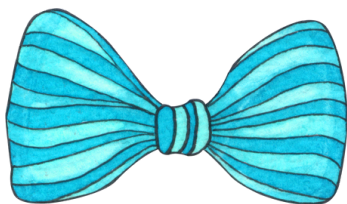
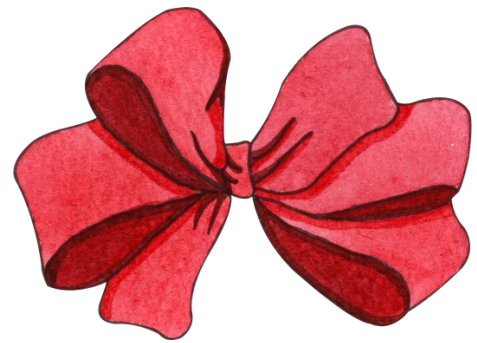
face



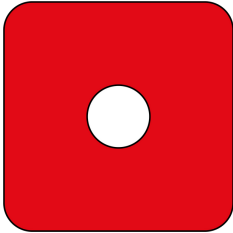
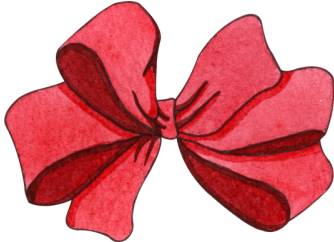
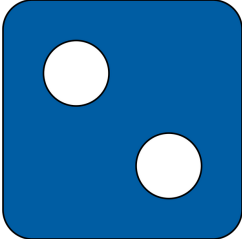
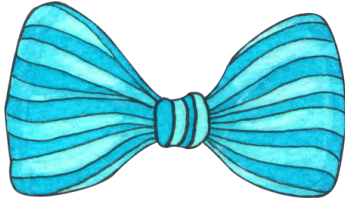
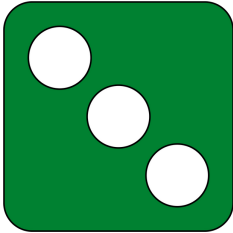

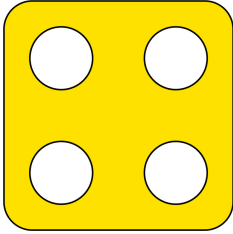
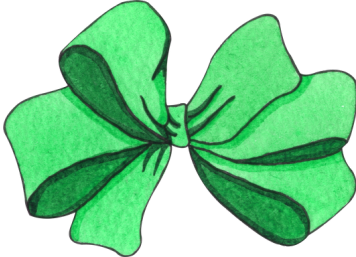
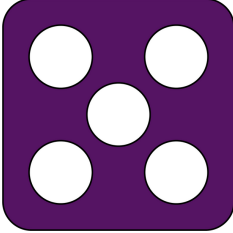
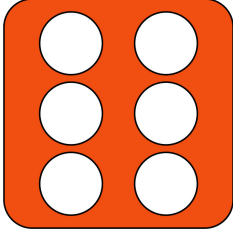

face

| | |
|---|--|
|  |  |
|  |  |
|  | lose a turn |
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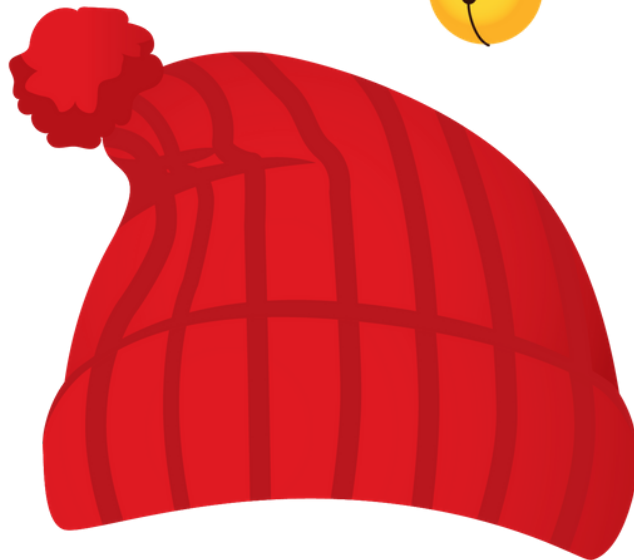
bow



bow

| | |
|---|--|
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|  |  |
|  | <p>lose a turn</p> |
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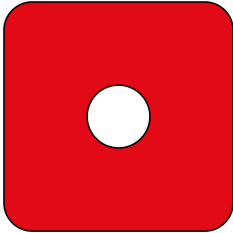
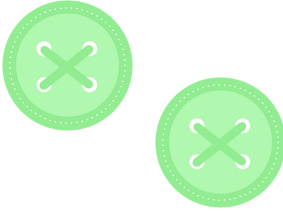
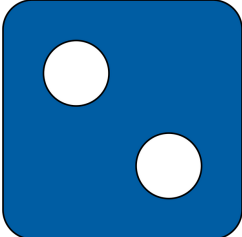
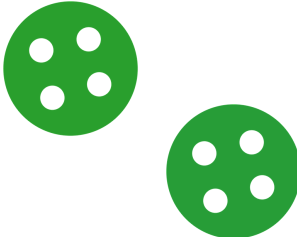
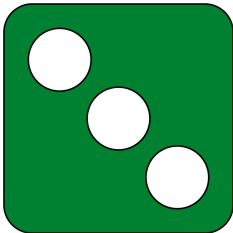
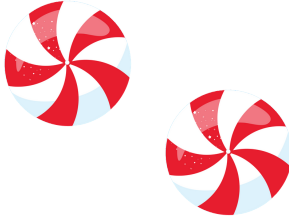
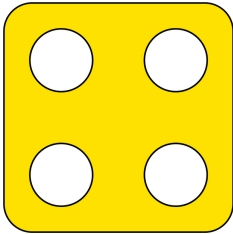
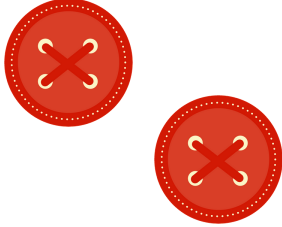
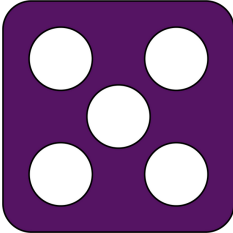
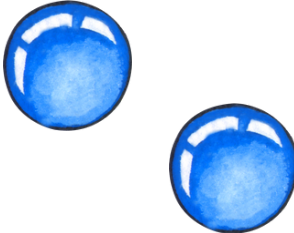
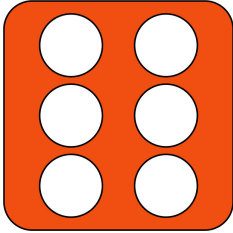
hat



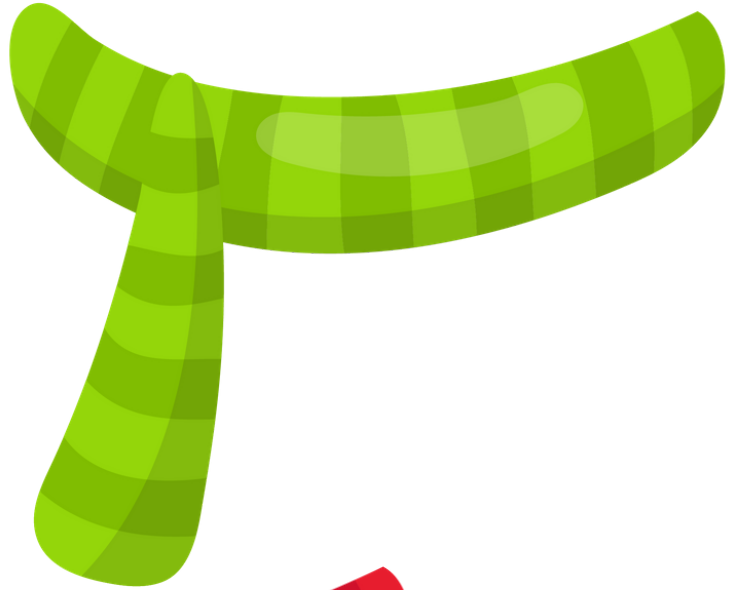
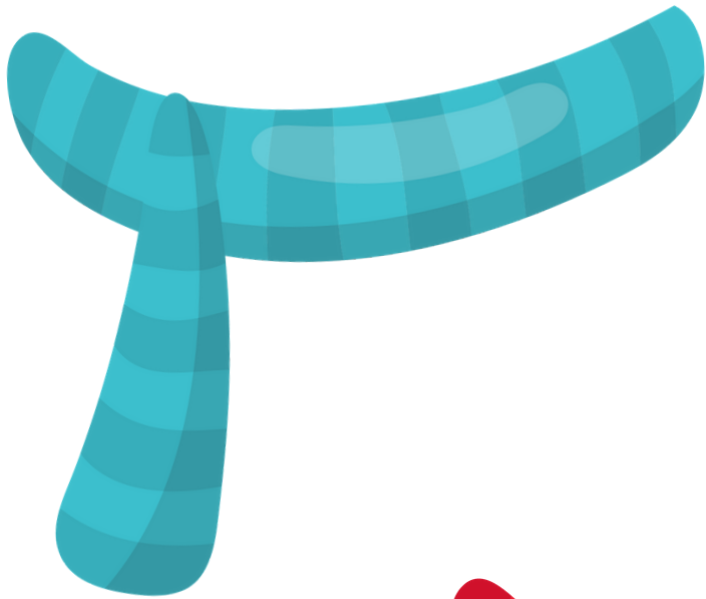
buttons



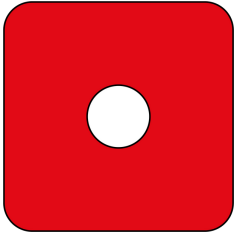

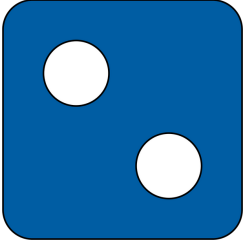
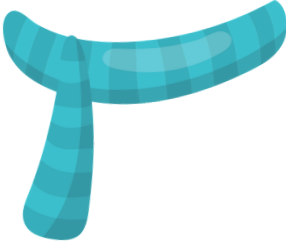
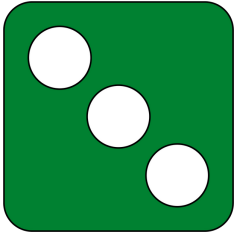

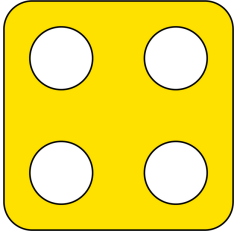
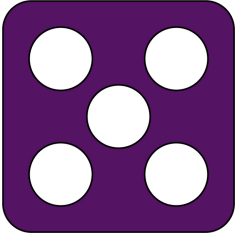
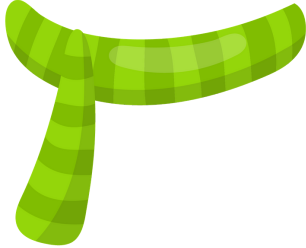
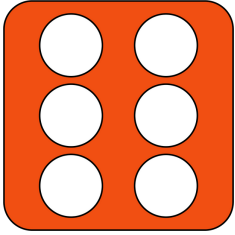
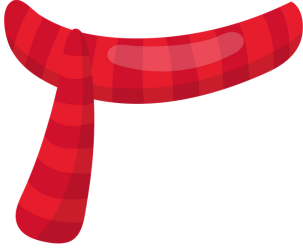
buttons

| | |
|---|--|
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|  |  |
|  |  |
|  |  |
|  | <p>lose a turn</p> |

scarf



scarf

| | |
|---|--|
|  |  |
|  |  |
|  |  |
|  | lose a turn |
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